Titles of most frequently occurring classifications of patents returned
    from a search of 10579054 on Jun 05 , 2008

  13 345/156   (7 OR, 6 XR)
          Class 345   COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
SYSTEMS
          345/156   . DISPLAY PERIPHERAL INTERFACE INPUT DEVICE

  11 345/173   (4 OR, 7 XR)
          Class 345   COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
SYSTEMS
          345/156   . DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
          345/173   ..Touch panel

   5 345/179   (2 OR, 3 XR)
          Class 345   COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
SYSTEMS
          345/156   . DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
          345/179   ..Stylus

   5 345/163   (1 OR, 4 XR)
          Class 345   COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
SYSTEMS
          345/156   . DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
          345/157   ..Cursor mark position control device
          345/163   ...Mouse

   5 345/157   (0 OR, 5 XR)
          Class 345   COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
SYSTEMS
          345/156   . DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
          345/157   ..Cursor mark position control device

   4 345/174   (0 OR, 4 XR)
          Class 345   COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
SYSTEMS
          345/156   . DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
          345/173   ..Touch panel
          345/174   ...Including impedance detection

   4 345/167   (1 OR, 3 XR)
          Class 345   COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
SYSTEMS
          345/156   . DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
          345/157   ..Cursor mark position control device
          345/167   ...Trackball

   4 463/36   (1 OR, 3 XR)
          Class 463   AMUSEMENT DEVICES: GAMES
          463/1   . INCLUDING MEANS FOR PROCESSING ELECTRONIC DATA (E.G.,
COMPUTER/VIDEO GAME, ETC.)
          463/36   ..Player-actuated control structure (e.g., brain-wave or
body signal, bar-code wand, foot pedal, etc.)

   4 463/37   (1 OR, 3 XR)
          Class 463   AMUSEMENT DEVICES: GAMES
          463/1   . INCLUDING MEANS FOR PROCESSING ELECTRONIC DATA (E.G.,
COMPUTER/VIDEO GAME, ETC.)
          463/36   ..Player-actuated control structure (e.g., brain-wave or
body signal, bar-code wand, foot pedal, etc.)
          463/37   ...Hand manipulated (e.g., keyboard, mouse, touch panel,
etc.)

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  4  345/169      (1 OR, 3 XR)
        Class 345     COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
SYSTEMS
        345/156       .DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
        345/168       ..Including keyboard
        345/169       ...Portable (i.e., handheld, calculator, remote controller)

  4  345/168      (0 OR, 4 XR)
        Class 345     COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
SYSTEMS
        345/156       .DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
        345/168       ..Including keyboard

  3  345/158      (0 OR, 3 XR)
        Class 345     COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
SYSTEMS
        345/156       .DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
        345/157       ..Cursor mark position control device
        345/158       ...Including orientation sensors (e.g., infrared,
ultrasonic, remotely controlled)

  3  463/30       (0 OR, 3 XR)
        Class 463     AMUSEMENT DEVICES: GAMES
        463/1         .INCLUDING MEANS FOR PROCESSING ELECTRONIC DATA (E.G.,
COMPUTER/VIDEO GAME, ETC.)
        463/30        ..Perceptible output or display (e.g., tactile, etc.)

  3  715/716      (0 OR, 3 XR)
        Class 715     DATA PROCESSING: PRESENTATION PROCESSING OF DOCUMENT,
OPERATOR INTERFACE PROCESSING, AND SCREEN SAVER DISPLAY PROCESSING
        715/700       .OPERATOR INTERFACE (E.G., GRAPHICAL USER INTERFACE)
        715/716       ..On screen video or audio system interface

  3  715/727      (0 OR, 3 XR)
        Class 715     DATA PROCESSING: PRESENTATION PROCESSING OF DOCUMENT,
OPERATOR INTERFACE PROCESSING, AND SCREEN SAVER DISPLAY PROCESSING
        715/700       .OPERATOR INTERFACE (E.G., GRAPHICAL USER INTERFACE)
        715/727       ..Audio user interface

  2  345/180      (0 OR, 2 XR)
        Class 345     COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
SYSTEMS
        345/156       .DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
        345/180       ..Light pen for CRT display

  2  244/227      (0 OR, 2 XR)
        Class 244     AERONAUTICS AND ASTRONAUTICS
        244/75.1      .AIRCRAFT CONTROL
        244/220       ..Pilot operated
        244/221       ...Control system
        244/226       ....Fluid
        244/227       .....With electric control

  2  463/31       (1 OR, 1 XR)
        Class 463     AMUSEMENT DEVICES: GAMES
        463/1         .INCLUDING MEANS FOR PROCESSING ELECTRONIC DATA (E.G.,
COMPUTER/VIDEO GAME, ETC.)
        463/30        ..Perceptible output or display (e.g., tactile, etc.)
        463/31        ...Visual (e.g., enhanced graphics, etc.)

  2  345/473      (2 OR, 0 XR)
        Class 345     COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
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SYSTEMS
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        345/418        .COMPUTER GRAPHICS PROCESSING
        345/473        ..Animation

   2  345/474      (0 OR, 2 XR)
        Class 345      COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
SYSTEMS
        345/418        .COMPUTER GRAPHICS PROCESSING
        345/473        ..Animation
        345/474        ...Motion planning or control

   2  463/38       (0 OR, 2 XR)
        Class 463      AMUSEMENT DEVICES: GAMES
        463/1          .INCLUDING MEANS FOR PROCESSING ELECTRONIC DATA (E.G.,
COMPUTER/VIDEO GAME, ETC.)
        463/36         ..Player-actuated control structure (e.g., brain-wave or
body signal, bar-code wand, foot pedal, etc.)
        463/37         ...Hand manipulated (e.g., keyboard, mouse, touch panel,
etc.)
        463/38         ....Pivotally-translatable handle (e.g., joystick, etc.)

   2  715/728      (1 OR, 1 XR)
        Class 715      DATA PROCESSING:  PRESENTATION PROCESSING OF DOCUMENT,
OPERATOR INTERFACE PROCESSING, AND SCREEN SAVER DISPLAY PROCESSING
        715/700        .OPERATOR INTERFACE (E.G., GRAPHICAL USER INTERFACE)
        715/727        ..Audio user interface
        715/728        ...Audio input for on-screen manipulation (e.g., voice
controlled GUI)

   2  455/566      (0 OR, 2 XR)
        Class 455      TELECOMMUNICATIONS
        455/73         .TRANSMITTER AND RECEIVER AT SAME STATION (E.G.,
TRANSCEIVER)
        455/550.1      ..Radiotelephone equipment detail
        455/566        ...Having display

   2  345/161      (0 OR, 2 XR)
        Class 345      COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
SYSTEMS
        345/156        .DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
        345/157        ..Cursor mark position control device
        345/161        ...Joystick
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